

In adventures you can explore strange new worlds without leaving the comfort of your armchair. Your computer will act as your puppet and control your senses. You instruct the computer in short phrases, usually verb-noun. For example, if in the adventure you see a laser gun then you would enter GET LASER or GET GUN.

In each location you may find objects which you can use and manipulate in further locations to help you progress.

As this adventure is large, the program also has routines with which you can save your position to return to it at a later date.

To save the game, enter "QUIT". You will then be asked "DO YOU WANT TO SAVE THE GAME ?" to which you reply "Y". You will then be asked "READY CASSETTE". Insert the cassette that will be used to save the game, press PLAY and RECORD on the datacorder, and then press any key on the keyboard. The game will take approx. 10 seconds to save.

You will notice that when you first begin the adventure you will be asked if you wish to restore a previosly saved game. Normally you would answer with "N" for NO, but if you wish to load in a partially completed attempt, answer "Y". You will then be asked "READY CASSETTE". Insert the cassette, rewound to the correct position. Press PLAY on the datacorder and then any key on the keyboard. The game will continue from where you left it.

# INCA CURSE

## HINTS and TIPS:

These are not a complete solution to the Adventure, but they should help anyone totally baffled by the Adventure.

The first problem is getting into the temple.

ROOM	OBJECT	USED IN
Jungle clearing	Branch	Temple steps

KEYWORDS	
	Remove leaves
	Get stick
	South
	Break latch
	Use stick
	Climb steps
	Use rock
	Go through door

SACRIFICIAL CHAMBER	MAGIC BLANKET	FIRE ROOM
Store room	Key	Panelled room
Rock room	Match	Fire room
Painted corridor	Chisel	Remove magic ring
Small room	Ladder	from flint

At POOL SIDE: Climb on board Boat, row in direction:

S - Robe Room  
W - Priest Rest Room  
E - Fire Room

In FIRE ROOM: Smother flames with magic blanket,  
light lamp, get magic ring.

FIRE ROOM: Magic ring - Get through porthole in sand dungeon.

FORGOTTEN ROOM: Blue stone - Get through porthole in sand  
dungeon.

SACRED STORE ROOM: Red stone - Get main treasure.

ARMOURY: Rope - Climb out of sand dungeon.

In The Maze: NSEW - EMPEROR'S THRONE ROOM

SNWE - MIRROR ROOM

NSWE - TRAITOR'S HALL